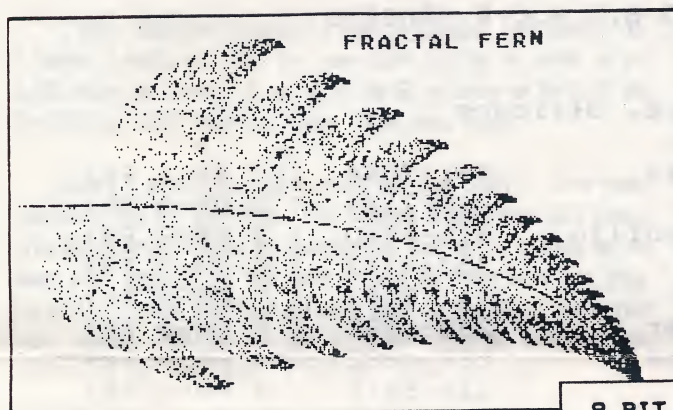


March 1988

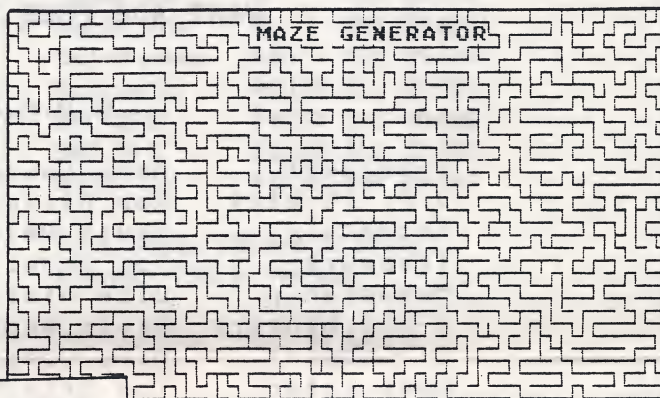


The I/O Connector

The Newsletter for the San Diego Atari Computer Enthusiasts

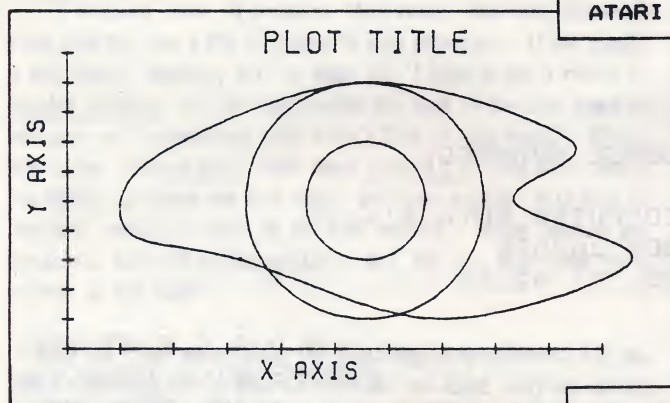


FRACTAL FERN



MAZE GENERATOR

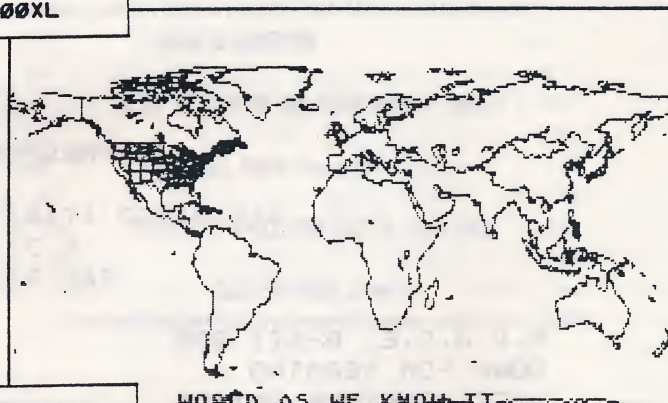
8 BIT WINDOWS
ATARI 800XL



PLOT TITLE

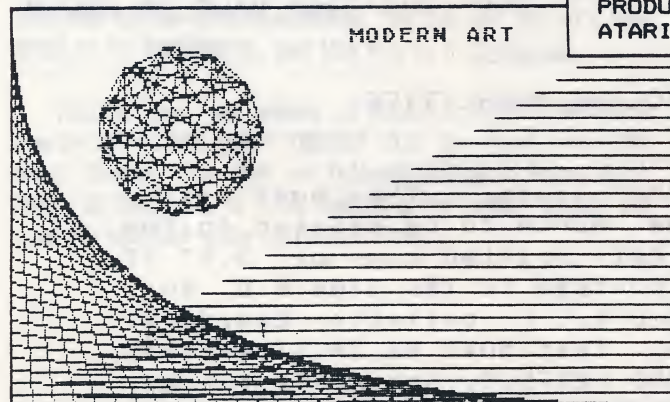
Y AXIS

X AXIS

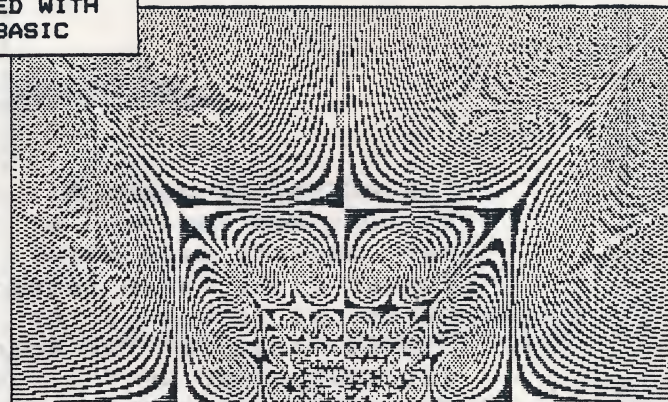


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V.P. (8-bit)	Ron Miller	748-7195	(5 PM-9 PM)
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ST Library	Mike Odegard	287-9282	(5 PM-9 PM)
Newsletter	Tom Briant	224-8975	(5 PM-9 PM)

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(619) 284-3821
300/1200/2400 BAUD 24 HOURS

SUBMISSIONS TO THE NEWSLETTER

The editor welcomes all submissions. They must arrive by the 2nd Tuesday of the month to be printed in the next month's newsletter. Mail printed copy or 3.5" ST format disks with return postage to the club P.O. Box, or upload to one of the S.D.A.C.E. bulletin boards by the 2d Monday of the month. Text must be in ST-Writer, 1ST WORD, WORD WRITER, WORD PERFECT, or ASCII format. Graphics must be hard-copy for the time being..

XX

LISTING OF SAN DIEGO AREA ATARI BBSs

Area code 619, 300/1200 BAUD, 24 hours
unless otherwise noted

Code	Name	Computer	Baud	Number
4 !	ST-SPACE	ST	2400	284-3821
1	Sherwood Forest	8-bit/ST	3/12	276-5603
4	ST-MIDI Connection	ST	2400	452-7535
5 !	Computer Blvd.	ST	2400	589-0565
4 *	Computer Outlet	ST	2400	282-6815
6	The Lord's House	8-bit	3/12	579-7354
8	The Looney Bin	8-bit/ST	3/12	390-9470
7 !	SMART 520 ST	8-bit/ST	3/12	480-9686
7 !	SMART 520 ST	8-bit/ST	3/12	726-4419
5 !	Computer Plus	8-bit/ST	2400	691-7862

1=TCxe, 2=Forem, 4=Michtron ST, 5=Forem ST
6=Express, 7=FIDO, 8= Proprietary

(*=Limited hours, != Magic Sac Support)

```

+++++
++          SPACE CLASSIFIEDS          ++
++
++
++          5.25" DISK DRIVE AND POWER SUPPLY $80.00  ++
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++          Call Peter Payne 560-4272          ++
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++          2 INDUS GT 8-BIT DISK DRIVES $120 EACH    ++
++
++
++          Call 589-8230 after 4              ++
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Finally, you, the members of S.D.A.C.E., have an invitation from the NORTH ORANGE COUNTY COMPUTER CLUB to attend their 19th annual Computer Swap Meet at Fullerton College on Sunday, April 24th, 1988 from 8 A.M. to 2 P.M. Contact me for further details and those all important seller application forms.

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LOW-COST ST VIDEO & GEM OPTIONS

BY

Thomas Briant

Until now, Amiga owners had more video output options than ST owners did. With an ST, you used the Atari monitors. If you bought a 520 with an RF modulator, you could buy a composite cable. Enterprising, affluent owners have developed switchboxes allowing MultiSync monitors to run all 3 resolutions beautifully. Now Omni-Res software (\$34.95) from Hypertek/Silicon Springs and E. Arthur Brown's 1040 Composite Cable (\$24.95) give the rest of us additional options, too.

Omni-Res is 9 programs in an AUTO folder. Upon bootup, the RENAME program lets you select 1 of the 8 Omni-Res programs, allowing you to run color programs on a high resolution monitor. Option 1 gives you a black and white display, 1/4 screen display in low resolution or 1/2 screen in medium resolution. Option 2 gives 4 gray scales to represent colors, a 1/2 screen display in low and full screen in medium, and slower screen displays. Option 3 gives 16 gray scales, full display in low and medium, and the slowest screen updates. With 1 meg or more of memory, you can use Option 4, a faster version of Option 3. Options 5-8 work like 1-4, but reset the color palette when the program finishes.

For you color monitor owners, Options 1-3 allow you to run high-resolution programs on color monitors. Upon bootup, you get a scaled down desktop. Press Shift-Alt-Help and get the desktop's top half. Press Shift-Alt-Help again and get the bottom half. Press Shift-Alt-Help a fourth time and you can scroll the screen up and down. You should know that Hypertek considers this a tricky mode at present.

You can't deny Omni-Res's convenience; but if you have a composite monitor on hand, you can use E. Arthur Brown's 1040 Composite Cable. This cable, which they just brought out as item #127-222 for \$24.95, turns low and medium resolution RGB color from any ST into 16 gray scale composite monochrome. Eidersoft Karate supposedly plays beautifully with "amazing sharp detail and subtle gray shading...while playing perfectly normal in every other aspect." (Look, it's only \$24.95 and who knows when Practical Solutions will bring out their full-color RGB-to-composite box? This newsletter goes to Arizona; I invite angry retorts from them.)

These products widen the ST's video options without spending a fortune or risking the hardware. Yes, they work with both sets of ROM's, too. If you use both to run high-resolution programs on a cheap composite monitor, leave a note on the BBS on how it looks.

HYPERTEK/SILICON SPRINGS
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UNIVERSAL ITEM SELECTOR

The GEM item selector is very handy as it comes. You don't have to remember how deeply you buried your program and just what you named all those folders/subdirectories that you put it in. Still, wouldn't you like your file selector to scroll the items up and down to begin with? Many programs will do this already; but all too many don't. And how about the ability to format some disks, especially if you can't access the menu bar in this program, just the item selector? UNIVERSAL ITEM SELECTOR (\$15.95) solves those problems and adds the ability to COPY, MOVE, RENAME, DELETE, MAKE FOLDERS, print out a DIRECTORY, LOCK/UNLOCK FILES, HORIZONTALLY SCROLL to see the files' size and date, and choose any of the 16 logical drives.

Of course, no program can do it all, and UNIVERSAL ITEM SELECTOR states clearly that that you will experience trouble with Michtron's ALT, EASEL/ST from Computer Fenestrations when running TOS/TTP programs; and especially WORDPERFECT, whose own item selector box does a lot of the things UNIVERSAL ITEM SELECTOR does.

The software comes in the barest package I've seen in a commercial product; a plastic heat-sealed bag with the registration card folded around the disk. To print out the documentation, you can either load UNIVERSE.DOC into 1st Word or Word Writer or load the ASCII text version, UNIVERSE.ASC, into your favorite word processor/text editor. This gives you 9 pages of concise information. They didn't copy-protect the disk. Instead, they imbedded the program serial number in the program code and offer to sell original purchasers additional copies at \$10 a copy. Yes, that's \$10, cash or check, wrapped in an article or graphic, at the April ST meeting or mailed to the S.D.A.C.E. P.O. Box in care of the editor.

When you see the directory of your disk, you'll see a folder named "FREE_ACC". Applications & Design Software threw in a bonus, a very nice RAM-disk/print spooler desk accessory that also loads up to ten files.

I've written a rather bare description of this terrific utility. To see more, get a copy of the demo version from the ST-BBS. After you see the demo, you'll want the real thing, I guarantee.

APPLICATIONS & DESIGN SOFTWARE
P.O. BOX
MERLIN, OR 97532

NEAT TRICK ATARI 8-BIT PROGRAM

by

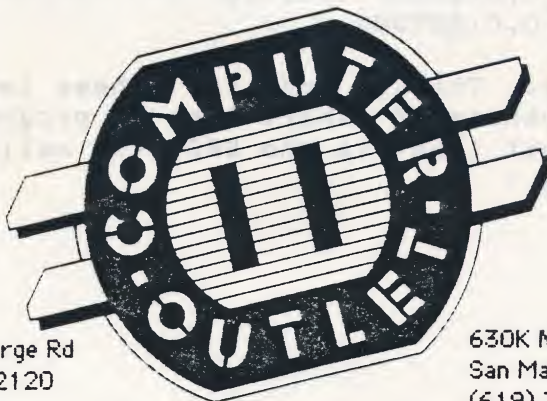
Ron Miller

This program is a neat trick. You just have to try it to see what it does. I believe the program originated from Doug Crawford in Orange County ACE (1982).

```
5 REM POKE 53248+?,0 ? = 0,1,2,3 TO TURN LINES OFF
10 REM SET X VALUES FOR LINE POSITIONS
11 X0=10:X1=20:X2=30:X3=40
19 REM
20 REM SET PLAYER MISSILE GRAPHICS FOR LINES
21 POKE 53261,128
22 POKE 53262,128
23 POKE 53263,128
24 POKE 53264,128
25 POKE 53265,170
26 POKE 623,1
29 REM
30 REM DRAW LINES IN X POSITIONS
32 POKE 53248+0,X0*4+55
34 POKE 53248+1,X1*4+55
36 POKE 53248+2,X2*4+55
38 POKE 53248+3,X3*4+55
40 END
```

CAUTION

COMPUTER OUTLET MAY BE HABIT FORMING



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WHISTLE AND BOMB SOUND

by

Ron Miller

Atari computers have some nice sound generation capabilities. Sound generation programs tend to be short and they make fun experiments. The kids have lots of fun with the sounds so here is a short one the kids can play with. This particular program was created by Richard Kruse in Creative Computing. This program demonstrates one fact about creating sound on a computer. To create complex sounds (bombs, ringing, shooting, dogs barking, etc) the computer must have more than one sound generator channel. The following little program uses three sound channels at once. If you want to experiment with sound, use more than one sound channel and change the sound frequencies and volumes together.

```
1 REM WHISTLE AND BOMB SOUNDS
2 REM DUR IS DURATION OF BOMB
3 DUR = 10
10 GOSUB 100
20 END
100 REM BOMB
110 V1=4:FOR NT=30 TO 75
120 SOUND 0,NT,10,V1
130 SOUND 1,NT+3,10,V1*0.7
140 FOR WT=1 TO DUR*3:NEXT WT
150 V1=V1*1.03:NEXT NT
155 REM
160 SOUND 2,35,8,12
170 V1=15:V2=15:V3=15
180 NT=DUR+5:ICR=0.79+DUR/100
190 SOUND 0,NT,8,V1
200 SOUND 1,NT+20,8,V2
210 SOUND 2,NT+50,8,V3
220 V1=V1*ICR
230 V2=V2*(ICR+0.05)
240 V3=V3*(ICR+0.08)
250 IF V3>1 THEN 190
260 SOUND 0,0,0,0:SOUND 1,0,0,0
270 SOUND 2,0,0,0:RETURN
```

(Editor's note: Thanks, Ron, for these two short programs. I invite you authors of short type-in programs for both the 8-bit and ST to submit them via the BBS, the mailbox, or in person at the ST meeting.)

THE FINAL WORD

by Mark Lawless

Well, this month brings a lot of interesting happenings to the Atari world. All of the magazines talk doom for Atari. For example, many mention piracy and its affect on the computer; others talk about Atari and how they are losing the technical edge now that IBM has 386 and 286 machines out and the Macintosh II adds color to the Mac line.

Personally, I don't understand all of the gloom. I have been with Atari since the beginning of the ST line and things have never been so good. As we all know, a computer is only as good as the software, and the software keeps coming. Atari has put out Microsoft Write for what it is worth (the jury is still out on this one.) Wordperfect has been cleaning up their software to a very workable form.

The hardware has gotten better. The Mega is here; the Laser is here; and probably the biggest improvement is the fact that you can finally get quality hard disks to run on any system in any size and shape. Since the last meeting many people have gotten the hard disk bug and shelled out the money for probably the single best improvement to their systems. (I would rather have 1 meg and a hard disk than 2 megs without!)

I wasn't able to make it to the last meeting but I hear it was a success. There seems to be a lot of interest in showing off support hardware. I plan to have a printer meeting in the not too distant future where people can bring in their fast printers, their color printers, print drivers, etc. I think that a lot of folks want for those hard to find drivers that some of us are holding dear.

Thanks Mark Lawless / Pres.

IF YOU'VE BEEN PAYING LIST

For your Software

You haven't been shopping at Warners!

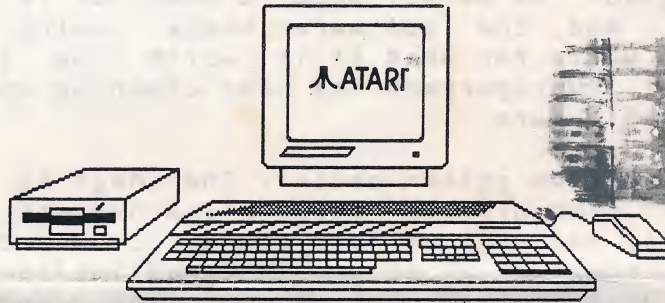
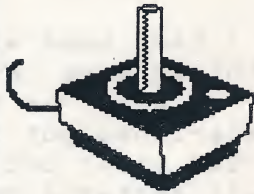
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EXP: JUN 88

SAN DIEGO, CA 92126

The APRIL 8-Bit meeting will be held
on April 14th at North Park Rec Center
at 6:30 p.m. The ST beginners/hands-on workshop
will be held at North Park Rec Center
on April 7th. The regular ST meeting will be
on April 18th at the North Park facility